**Short List:**

Adrononitis - getting to know \*

Chrysalism - safe out of the rain \*

Anecdoche - no one is listening

Occhiolism - smallness of ones perspective

Monachopsis - out of place

**Ideas**:

Space game - abandoned station hub on an alien planet

- abandoned A.I. or an occupant that is going before you and you are picking up clues behind them

- lost civilization with remnants to find and figure out

- futuristic

- monsters require strategy to defeat

- environment is hostile

- need air - can only survive outside for a short time (atmosphere, radiation, etc.)

- we have more freedom with gravity rules and physics

- when in potential safe zones you must find things to deal with the monsters to make that area safe

- some enemies are impossible to kill until later

- use skills to avoid combat

- everything is dangerous

- investigate a base

- safe and unsafe zones

- some areas have oxygen and some do not

- when on your own it's very quiet

- find the adventurer at the end and they are corrupted

- pixel design for characters (8 bit style)

- blur the lines between inside and outside in some areas as the outside starts to reclaim the area

- chatacter was sent as the colony has gone silent

**Assigned mood boards - Themes**

3 colours each

1 outdoors/world - orange, sea green, brown  --  Ben

1 safe indoors - dark gray, light gray, blue screens and consoles  --  Aaron

1 unsafe indoors - dark gray, synthetic red, lighting effects  --  Joe

1 characters - white spacesuit, tba monsters  --  George

**Log Line:**

Space Survival Game

The character must unravel the mysteries of the location, while avoiding lethal monsters, surviving hostile environments and finding items to complete the story.

All group members attended, participated and contributed.